

The background of the cover features a vibrant, stylized illustration. On the left, a red lattice tower, resembling the Tokyo Tower, is partially visible. The sky is a mix of yellow and purple, with green confetti falling. On the right, two anime-style characters are depicted. The character on the left has short, wavy pink hair and blue eyes, wearing a black uniform with a red sash and a blue bow. The character on the right has long, flowing white hair and orange eyes, wearing a black uniform with gold buttons and a blue sash. They are both holding long, thin blades. In the background, a Ferris wheel and other city structures are visible.

# Operation Babel

NEW TOKYO LEGACY

## Instruction Manual

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# PLAYSTATION®VITA SYSTEM



\* The touchscreen can be used in certain sections of the game.  
For touchscreen controls, please check the reference page.



## CONTROLS

directional buttons left stick	Move Cursor/Move
right stick	Turn page/ <b>Strafe</b> / <b>Move Cursor</b>
⊗ button	Select / <b>Read Xth memo</b>
○ button	Cancel / <b>Examine</b>
△ button	Switch item info display / <b>Open Camp Command</b> / <b>Repeat Actions</b>
□ button	Chat Log / <b>Display Map</b> / <b>Battle Log</b>
L button	Switch display screen / <b>Strafe left</b> / <b>Switch Party Members</b>
R button	Switch display screen / <b>Strafe right</b> / <b>Switch Party Members</b>
START button	Open Help Menu
SELECT button	Inspect character equipment Check Blood Codes in the Blood Menu
touchscreen	View next message / Collect information <b>Listen to enemy dialogue during battle</b> <b>Control map screen</b>

\*Controls: **red text** = labyrinth, **blue text** = battle

## DISPLAY HINTS

In-game hints will be displayed on the bottom of the screen. It may contain specific commands, so make sure to check it if you ever need help.



## HELP MENU

Return to Title Screen	Return to the title screen.
Control Overview	Displays controls for the current screen.
Squad Handbook	Provides hints during gameplay.
Options	Changes in-game settings.
Squad Info	Lists your squad information.



# BLOOD CODES



## CHANGING BLOOD CODES

A registered character's Blood Code can be changed at any time at CPA Headquarters by accessing "Member Application."

By changing Blood Codes, you can easily change the layout of your squad, but be mindful of the following.



## LEVEL AND ABILITIES

Though you can change Blood Codes, each Code has its own corresponding level. Your character's HP and MP will be modified in accordance with the level of their currently equipped Blood Code. Furthermore, skills and spells are exclusive to each Blood Code and cannot be transferred to other Codes.



## BOOST POINTS

Boost Points are static and once assigned are shared between all Blood Codes. You will only gain Boost Points when you surpass the highest level achieved with any Blood Code.



## SQUAD FORMATION

Your squad consists of 6 members; 3 in the front row and 3 in the back row.

As an example, Warriors should be in the front and Magicians should be in the back. Keep the specialties of each Blood Code in mind and place your squad members where they will be most effective.

Also, it's good to have at least one Academic. Their abilities to disable traps, unlock doors, identify items, and support allies are a valuable contribution to any squad.



## CROSS BLOOD SYSTEM

This system lets squad members combine two types of blood, Main Blood and Sub Blood. By utilizing Cross Blood, your squad members will be able to use skills and spells from multiple Blood Codes.

### KNIGHT + MONK

This combination has superior offense and defense, allowing you to counter your enemies while you protect your allies.

### ACADEMIC + CONJURER

A master of support who can both disable enemies and power up allies.

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#### Benefits of Cross Blood

Allows you to use skills and spells from both Main and Sub Bloods.  
Combines maximum HP and MP from Main and Sub Bloods.  
Gain stat bonuses from both Main and Sub Bloods.

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**Consequences of Cross Blood** Divides EXP between Main and Sub Bloods, so growth will be slow.

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## CROSS BLOOD SETUP

When registering a member at CPA → Member Application → Change Blood, you cannot set the same blood for both Main and Sub Bloods.



Main: Ushiwaka  
Sub: Tomoe



Main: Ushiwaka  
Sub: Ushiwaka



## EQUIPMENT

Cross Blood equipment restrictions are based on the Main Blood. Equipment restrictions from the Sub Blood have no effect.

Equipment that only Ushiwaka can equip.



Main: Ushiwaka  
Sub: Brunhild



Main: Brunhild  
Sub: Ushiwaka



## STATUS EFFECTS

Squad members can receive status effects from traps or during battle. Be sure to treat them as soon as possible.



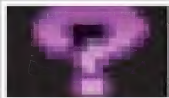
**Fear**

Unable to identify items. Cured by walking around the labyrinth.



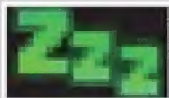
**Silence**

Cannot use spells. Cured after battle.



**Confusion**

Attacks both enemies and allies randomly. Cured randomly during battle.



**Sleep**

Cannot take actions in battle and takes increased damage. Cured randomly during battle.

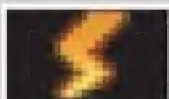


**Poison**

HP decreases during battle and while exploring. Cured with spells or items.



## STATUS EFFECTS



### Paralysis

Cannot take actions in battle. Cured with spells or items.



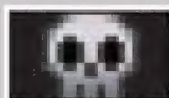
### Fainted

Cannot take actions in battle and takes increased damage. Cured after one turn.



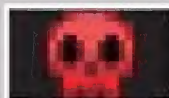
### Angst

Cannot take actions in battle. Cured after a certain number of turns.



### Critical

Occurs when HP is 0. Cannot take actions in battle. Cured with spells or items.



### Dead

A worse form of Critical. Cannot take actions in battle. Cured with spells or items.



## STATUS EFFECTS



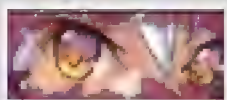
**Lost**

A worse form of Dead. Cannot take actions in battle. The character will be discharged from the squad once you leave the labyrinth.



**Exhausted**

Treatment for Critical and Dead will fail. Cured at the Lab by choosing Vacation.



**Code-Break**

Experience earned decreases. Skills, spells, and items become unavailable. Normally cured at the end of the battle.

### CAUTION

If you leave the labyrinth while one of your members is Lost, that member will be deleted from your roster. In such situations, be sure to use the Recovery MAX item before you escape.



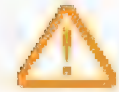
## **WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES**

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your doctor before playing.

**IMMEDIATELY DISCONTINUE** use and consult your doctor before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness • eye or muscle twitches • disorientation • any involuntary movement
- altered vision • loss of awareness • seizures or convulsion.

**RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR DOCTOR.**



## **WARNING: PHOTSENSITIVITY/EPILEPSY/SEIZURES**

### **USE AND HANDLING OF VIDEO GAMES TO REDUCE THE LIKELIHOOD OF A SEIZURE**

- Use in a well-lit area and keep as far a way as possible from the screen.
- Avoid prolonged use of the PS Vita system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

## PRECAUTIONS FOR USE

**Keep the PlayStation®Vita game card out of the reach of small children to help prevent accidental swallowing.**

This game card is for use only with the PlayStation®Vita system. Use of this game card with other devices may damage the device or the game card.

- Do not touch the game card terminals with your hands or with metal objects.
- Do not allow the game card to come into contact with liquids. Do not bend or drop the game card or otherwise expose it to strong physical impact.
- Never disassemble or modify the game card.



## PRECAUTIONS FOR USE

**Do not use or store the game card in the following locations or under the following conditions:**

- In a car with the windows closed (particularly in summer)/in direct sunlight/near heat sources.
- In high humidity or corrosive environments.
- Be sure to insert the game card in the proper orientation

**The data on the game card may be lost or corrupted in the following situations:**

- If the game card is removed from the system or if the system power is turned off while data is being read from or written to the game card.
- If the game card is used where it can be affected by static electricity or electrical noise.

If, for any reason, data loss or corruption occurs, it is not possible to recover the data. Backing up data regularly is recommended. Sony Computer Entertainment Inc. and its subsidiaries and affiliates will not be held liable for any damages or injury in the case of data loss or corruption.



## FCC & IC NOTICE - PART 1

**This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions:**

- (1) this device may not cause harmful interference, and
- (2) this device must accept any interference received, including interference that may cause undesired operation

- This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications.

## FCC & IC NOTICE - PART 2

• However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

**You are cautioned that any changes or modifications not expressly approved in this manual could void your authority to operate this equipment.**

This Class B digital apparatus complies with Canadian ICES-003.

Cet appareil numérique de la classe B est conforme à la norme NMB-003 du Canada.

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This warranty will be void if the defect in this product has arisen from neglect, abuse, or any attempt to use the product other than as specified in this manual.

### WARRANTY SERVICE:

1. Save the sales receipt and UPC code found on the game package for retail versions of this game.
2. If the game is covered under a store warranty, return the game to the store at which the game was purchased.
3. If the game is not covered by a store warranty, notify NIS America by emailing [storesupport@nisamerica.com](mailto:storesupport@nisamerica.com) or call the customer service dept. at (714) 540-1185, between the hours of 10 a.m. and 6 p.m. Pacific Time, Monday through Friday.

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